ETHERFIELDS

GUIDE

INTRODUCTION

This guide was created to help players who struggle with some aspects of the Etherfields game. It provides tips and strategies that will make your experience more seamless. It is aimed towards beginners, but there might be some things here that even veteran Dreamers might find useful.

The world of dreams may be vast and sometimes confusing, so we hope this small booklet will help you on your adventures in the dreamlands!

Some of the advice in this guide might be considered spoilers, but these will be marked appropriately.

IF YOU DON'T KNOW WHAT TO DO

Rules of Etherfields give you, the player, many different ways of dealing with various problems and tasks you encounter during the game. You don't have to use all of these tools all the time.

Whenever you find yourself in a situation where you think you cannot do anything, see if any of the following might be a way out:

- cards on hand (both their Intent and actions),
- your Dreamer's special action visible on the back of the Influence deck,
- actions listed on the Basic Actions cards (e.g., discarding 3 cards to gain a Shining Gem, discarding Morphing tokens, peeking on the Secret card),
- Boosting your Intent by rolling the Luck die,
- using your Shining Gems,
- using your Mask ability,
- using any of the Wisdom cards you have,
- using any of the Progress cards you have placed,
- using any of the active Items (either for its Intent or Action),
- using the Clock (either to move or to add a Turn card),
- looking for a Sign token match,
- looking for any hints hidden in the Dreamscape (be it written or graphic),

Last but not least: If you cannot do precisely what you want, try to use your resources to do something else, which might be helpful, like moving to an advantageous location, placing a new Progress card, preparing yourself for upcoming Turns, or trying to stay safe from the current Turn's effects.

VARIOUS BASIC RULES

REMEMBER ABOUT YOUR MASK

Mask's effects have a significant bearing on the game. Masks' abilities allow you to avoid a lot of penalties while paying relatively low costs.

Keep in mind that, during the Awakening, you may exchange your mask for any other mask you have. It may be useful to change your mask to better suit your deck or help you in the upcoming Dream.

BALANCE YOUR DECK

When you play solo, or in a pair, it is wise not to overspecialize your deck. If both players have aggressive decks, they might have a problem when they encounter creatures they could come in Contact with.

Remember that you can always rebuild your deck during Awakening. Sometimes it is useful to rebuild it completely, especially if you are trying to complete the Dream you have failed previously.

NOT ALL CARDS ARE NEEDED

Well, most of them are pretty useful, but some might not fit your particular deck. When you gain a new card, you should think whether it compliments your deck and your playstyle.

The more cards you have in your deck, the smaller chance you will draw useful cards in any given situation. But if you have a tiny deck, you will run out of cards sooner, and you will suffer Distress and Seal cards more often. It is good to be moderate about your card count and keep about 30 in the deck. With more of them, the availability of your Dreamer's action is decreasing.

SHINING GEMS ARE USEFUL

These Shiny Gems are quite versatile. They allow you to reroll ANY die (even this pesky Entity Movement Die). Even the most powerful Entity stops being a threat if it moves slowly and cannot catch the Dreamers.

When you find yourself with too many cards on your hand, and you have no way to use them, always discard three cards to gain 1 Shining Gem. Just as a precaution, believe us!

/SPOILER ALERT/

Later in the game you will find another use for Shining Gems. A new Wisdom card will allow you to spend them as Intent of any color, opening new possibilities. It might be even, that you will find this use more useful than rerolls.

ETHER IS A COMMON CURRENCY

You may think that Ether is a precious resource, but when you have a couple of additional cards in your deck, consider other uses for it.

You may spend Ether to discard Morphings from those Entities you find challenging to deal with. You may spend it to remove particularly nasty Flaws from your deck. You may also buy new Items in the market - and you have guessed correctly, the price is Ether.

Any Items you could not find in a Dream go to that market so it will be full of useful stuff in no time.

All those ways of using Ether will allow you to avoid many drawbacks in the shape of Flaws or Morphings.

ITEMS ARE A POWERHOUSE

Items are not only a terrific Intent boost, but they have their own effects. Those effects significantly impact the gameplay, allowing you to speed it up, avoid unwanted Slumbers, generate additional keys, or just make your adventures easier.

DO NOT DISCARD ITEMS!

Another thing: you do not have to discard many of the Items after use! Read their effects carefully. Most of the time, discard is an effect of a bad die roll. Only the most powerful ones are discarded each time you use them.

You have to discard an Item always if you use it for its Intent.

LUCK DIE AND BOOSTING YOUR INTENT

It is useful to sometimes boost your Intent using a Luck die. Many effects (like Actions, Items, Masks, or Shining Gems, to name but a few) in the game grant you die rerolls, so do not hesitate to use it.

Even if you see that you do not have enough Intent for an Action, you may try to perform it by spending less and rolling the Luck die.

SLUMBERS

SLUMBERS ARE GOOD FOR YOU...

They are, especially when you start a new gaming session. Rushing into a Dream without having Progress cards played on the table is not the best idea. It will make completing the Dream longer and more difficult. Always try to have at least basic Progress of your Dreamer played. They are usually what makes certain Dreamers "tick".

...EASY SLUMBERS ARE EVEN BETTER!

Use those well known, easy Slumbers to prepare for the demanding Dreams. Vanquishing your enemies, breaking them, and leaving their corpses behind is not required in most of the Slumbers.

Try to use all the Turn cards you have for a particular Slumber or finish it when the card shows a really good Loot. Use the remaining time to gather Shining Gems, play Progress cards, and activate useful Items. Just try to keep your distance from the Entities (and do not hesitate to spend a Shining Gem to reroll a Movement Die if the Entity is too fast for you). You can also use one of the Dreamers as bait - especially if the Entity has an effect that could affect everyone in the range.

SKIPPING CAN BE WORTHWHILE

Be reasonable about your chances in a Slumber. If you find it too hard, do not be afraid to use the option to Skip it. Most of the time, its effects will be less harsh than any punishment you might suffer trying to defeat the Entity.

If you want to avoid some Slumbers, it is useful to have an Item of a "Vehicle" type. Try to have at least one always active.

TO REMOVE UNWANTED SLUMBERS ...

/SPOILER ALERT/

Deliverance is a really useful option. It requires a Wisdom card, but it allows you to remove or change particularly nasty Slumbers. If you are not sure which approach to use against a Slumber, always try to Understand it first. It cannot hurt!

TURN CARDS ARE OPEN INFORMATION

Use the Turn cards to your advantage. Always read the current Turn card carefully. Sometimes the order of the Entity's actions will let you avoid the adverse effects. When the order is that Entity first takes its Morphing/Basic/Special Action and moves afterward, all you have to do is keep your distance. This way, you can keep exploring the Dreamscape or prepare for the next turn.

It would help if you also had the Loot in mind. It changes between the cards, making it sometimes preferable to prolong Slumber or finish it quicker to gain the most useful things.

DREAMS

LOOK CAREFULLY

Whenever something catches your eye on the Dreamscape, check it out. It may be a secret or a hint. Carefully consider all texts written in a different font.

When you are exploring a Dream, try to check everything you can. Sometimes you can finish a Dream very quickly, but the rewards are mediocre. It is because most powerful cards are usually hidden in the Dream itself. A thorough exploration of Dreams will allow you to better understand them and gain more knowledge about the world of Etherfields.

We put a lot of effort into the game's atmosphere and dreamy feeling, so we would advise you to try and roleplay your Dreamers a bit and enjoy the game, not only in a mechanical sense.

CHECK YOUR NOTES!

Whenever you are entering a Dream, be sure to check all the Note cards your party might have. In your previous Dreams, you might have gained something really important for the task at hand. They might make finishing a current Dream so much easier or grant you a special reward.

If you find out that you have no idea how to progress in a Dream, check the back of the Dream Gate Tile, it may have a tip or a particular rule you forget about.

YOU ARE MAKING NOTES, ARE YOU?

When you get to a Dream, it might be useful to get a pen and piece of paper. Making notes of the Dreamscape Actions you take, their outcomes might help keep track of things happening and might help you with more intricate puzzles.

RUNNING OUT OF TIME

Whenever you feel you do not have enough Turns to finish a Dream, do not hesitate to use the Clock. It allows you to add more turns to the Dream. It is really helpful, especially if you play solo.

Another use for Clock is the ability to move by paying with Hours. It is most useful whenever you find yourself within a range of an Entity and without any cards left in your hand.

TURNS & ROUNDS

Be sure that you are playing by the rules. During each turn, you can perform any number of actions (as long as you can pay their costs). Rounds are used only for structuring the gameplay, and there can be as many rounds during each turn as you want!

During each round, you can perform one Dream action (e.g. Map Action, Dream Gate tile action, etc.), but you may place any number of Progress cards, Shining Gems, etc.

Remember that Dreamscape Phase starts only when all players decide to pass their rounds.

AN ENTITY WITH MULTIPLE MINIS

Remember that even if you are in the range of multiple tokens/minis of the same Entity, you are affected by it only once!

/SPOILER ALERT/

E.g. When you encounter Shapeless, your Dreamer will suffer only one *and discard 1 Progress, even if you are in range 0 of all three of them.*

It means that you only check if you are in the range of 0 from any of them, and it does not matter if there are more than one of them.

There might be cases (like Dreadful Spiders) when the number of Entities in range matters.

DREAMWORLD MAP

TRAVELING ON THE DREAMWORLD MAP

Carefully plan your voyages on the Dreamworld Map. Think a few steps ahead. Some places will help you (like those which allow you to remove a Flaw card from your deck). Beware those areas where you will have to seal some cards or suffer other penalties for getting out from there.

Remember that many Actions and Items work only on the Dreamworld Map and may prove extremely useful in that part of the game. Do not underestimate them!

AWAKENING IS JUST FINE

Do not hesitate to use Awakening during the game. If the Dream proves to be especially difficult and leaves you with a lot of Distress, it might be better to lose your placed Progress cards, but lose that Distress and Unseal your cards. Trying to get to the Delta Phase may be a lot more difficult and leave your Dreamers dead, and that is much worse than losing some Progress cards for some time.

/SPOILER ALERT/

Seasons

Take the effects of the Seasons cards into account when planning your route through the Dreamworld Map. They might be helpful in your travels.